

What is claimed is:

1. A method of identifying game players and game moves, comprising:
 - dialing at a first communication terminal, a telephone number of a second communication terminal;
 - establishing a communications link between said first and second terminals;
 - activating at each of said terminals, a game mode to play a game between a first player associated with said first terminal and a second player associated with said second terminal;
 - displaying at each of said terminals, a telephone number of said first terminal;and
 - displaying at each of said terminals, said dialed telephone number.
2. The method of claim 1, further comprising:
 - defining a plurality of identifiers used to differentiate between said first and second players;
 - activating a first indicator representing said first player;
 - activating a second indicator representing said second player;
 - indicating at each of said terminals, which player is currently authorized to send a game move instruction;
 - receiving said instruction from said authorized player; and
 - displaying at each of said terminals, a game move and identifier associated with said received instruction.
3. The method of claim 2, wherein said game move and identifier are displayed on one or more keys of a keypad used to dial said dialed telephone number.
4. The method of claim 2, wherein said received instruction comprises at least one dual tone multi-frequency (DTMF) signal.
5. The method of claim 2, wherein said authorized player is indicated by sequentially activating and deactivating one of said first and second indicators at each of said terminals.
6. The method of claim 2, wherein said first and second indicators comprise color coded light emitting diodes (LEDs).
7. The method of claim 1, wherein at least one of said terminals is a speakerphone.
8. The method of claim 1, wherein at least one of said terminals is a wireless telephone.
9. The method of claim 1, wherein conversing parties associated with said terminals can spontaneously set up and play a game without substantially interfering with an ongoing conversation over said communications link.

10. A method of identifying game players and game moves, comprising:
receiving at a second communication terminal, a telephone number of a first communication terminal;
establishing a communications link between said first and second terminals;
activating at each of said terminals, a game mode to play a game between a first player associated with said first terminal and a second player associated with said second terminal;
displaying at each of said terminals, said received telephone number; and
displaying at each of said terminals, a telephone number of said second terminal.
11. The method of claim 10, further comprising:
defining a plurality of identifiers used to differentiate between said first and second players;
activating a first indicator representing said first player;
activating a second indicator representing said second player;
indicating at each of said terminals, which player is currently authorized to send a game move instruction;
receiving said instruction from said authorized player; and
displaying at each of said terminals, a game move and identifier associated with said received instruction.
12. The method of claim 11, wherein said game move and identifier are displayed on one or more keys of a keypad used to dial telephone numbers.
13. The method of claim 11, wherein said received instruction comprises at least one dual tone multi-frequency (DTMF) signal.
14. The method of claim 11, wherein said authorized player is indicated by sequentially activating and deactivating one of said first and second indicators at each of said terminals.
15. The method of claim 11, wherein said first and second indicators comprise color coded light emitting diodes (LEDs).
16. The method of claim 10, wherein at least one of said terminals is a speakerphone.
17. The method of claim 10, wherein at least one of said terminals is a wireless telephone.
18. The method of claim 10, wherein conversing parties associated with said terminals can spontaneously set up and play a game without substantially interfering with an ongoing conversation over said communications link.

19. Apparatus for identifying game players and game moves, comprising:
means for dialing at a first communication terminal, a telephone number of a second communication terminal;
means for establishing a communications link between said first and second terminals;
means for activating at each of said terminals, a game mode to play a game between a first player associated with said first terminal and a second player associated with said second terminal;
means for displaying at each of said terminals, a telephone number of said first terminal; and
means for displaying at each of said terminals, said dialed telephone number.
20. The apparatus of claim 19, further comprising:
means for defining a plurality of identifiers used to differentiate between said first and second players;
means for activating a first indicator representing said first player;
means for activating a second indicator representing said second player;
means for indicating at each of said terminals, which player is currently authorized to send a game move instruction;
means for receiving said instruction from said authorized player; and
means for displaying at each of said terminals, a game move and identifier associated with said received instruction.
21. The apparatus of claim 20, wherein said game move and identifier are displayed on one or more keys of a keypad used to dial said dialed telephone number.
22. The apparatus of claim 20, wherein said received instruction comprises at least one dual tone multi-frequency (DTMF) signal.
23. The apparatus of claim 20, wherein said authorized player is indicated by sequentially activating and deactivating one of said first and second indicators at each of said terminals.
24. The apparatus of claim 20, wherein said first and second indicators comprise color coded light emitting diodes (LEDs).
25. The apparatus of claim 19, wherein at least one of said terminals is a speakerphone.
26. The apparatus of claim 19, wherein at least one of said terminals is a wireless telephone.
27. The apparatus of claim 19, wherein conversing parties associated with said terminals can spontaneously set up and play a game without substantially interfering with an ongoing conversation over said communications link.

28. Apparatus for identifying game players and game moves, comprising:
 means for receiving at a second communication terminal, a telephone number of a first communication terminal;
 means for establishing a communications link between said first and second terminals;
 means for activating at each of said terminals, a game mode to play a game between a first player associated with said first terminal and a second player associated with said second terminal;
 means for displaying at each of said terminals, said received telephone number;
and
 means for displaying at each of said terminals, a telephone number of said second terminal.
29. The apparatus of claim 28, further comprising:
 means for defining a plurality of identifiers used to differentiate between said first and second players;
 means for activating a first indicator representing said first player;
 means for activating a second indicator representing said second player;
 means for indicating at each of said terminals, which player is currently authorized to send a game move instruction;
 means for receiving said instruction from said authorized player; and
 means for displaying at each of said terminals, a game move and identifier associated with said received instruction.
30. The apparatus of claim 29, wherein said game move and identifier are displayed on one or more keys of a keypad used to dial telephone numbers.
31. The apparatus of claim 29, wherein said received instruction comprises at least one dual tone multi-frequency (DTMF) signal.
32. The apparatus of claim 29, wherein said authorized player is indicated by sequentially activating and deactivating one of said first and second indicators at each of said terminals.
33. The apparatus of claim 29, wherein said first and second indicators comprise color coded light emitting diodes (LEDs).
34. The apparatus of claim 28, wherein at least one of said terminals is a speakerphone.
35. The apparatus of claim 28, wherein at least one of said terminals is a wireless telephone.
36. The apparatus of claim 28, wherein conversing parties associated with said terminals can spontaneously set up and play a game without substantially interfering with an ongoing conversation over said communications link.

37. A method of identifying game players and game moves, comprising:
receiving at a second communication terminal, a telephone number of a first communication terminal;
displaying at each of said terminals, said received telephone number; and
displaying at each of said terminals, a telephone number of said second terminal.
38. Apparatus for identifying game players and game moves, comprising:
means for receiving at a second communication terminal, a telephone number of a first communication terminal;
means for displaying at each of said terminals, said received telephone number;
and
means for displaying at each of said terminals, a telephone number of said second terminal.
39. A method of identifying game players and game moves, comprising:
dialing at a first communication terminal, a telephone number of a second communication terminal;
displaying at each of said terminals, a telephone number of said first terminal;
and
displaying at each of said terminals, said dialed telephone number.
40. Apparatus for identifying game players and game moves, comprising:
means for dialing at a first communication terminal, a telephone number of a second communication terminal;
means for displaying at each of said terminals, a telephone number of said first terminal; and
means for displaying at each of said terminals, said dialed telephone number.
41. Apparatus for identifying game players and game moves, comprising:
a keypad for enabling a game player to dial a telephone number of a game opponent, wherein said keypad displays game moves made by said game player and game opponent; and
a game mode activation circuit.
42. Apparatus for identifying game players and game moves, comprising:
a keypad for dialing a telephone number of a game opponent; and
means for playing a game with said game opponent, wherein keys on said keypad display game moves.
43. Apparatus for identifying game players and game moves, comprising:
a keypad for dialing a telephone number of a game opponent; and
means for playing a game with said game opponent, wherein keys on said keypad display game pieces.

44. A method of identifying game players and game moves, comprising:
receiving an instruction from one of a plurality of terminals;
determining at each of said terminals, from which terminal said received instruction originated; and
displaying at each of said terminals, a game move corresponding to said received instruction and originating terminal.
45. The method of claim 44, wherein said game move is displayed on one or more keys of a keypad used to dial telephone numbers.
46. The method of claim 44, wherein said game move is displayed on auxiliary game modules inserted into each of said terminals.
47. The method of claim 44, wherein at least one of said terminals is a speakerphone.
48. The method of claim 44, wherein at least one of said terminals is a wireless telephone.
49. The method of claim 44, wherein at least one of said terminals is a walkie talkie.
50. The method of claim 44, wherein at least one of said terminals is a wireless toy.
51. The method of claim 44, wherein at least one of said terminals is a transceiver.
52. Apparatus for identifying game players and game moves, comprising:
means for receiving an instruction from one of a plurality of terminals;
means for determining at each of said terminals, from which terminal said received instruction originated; and
means for displaying at each of said terminals, a game move corresponding to said received instruction and originating terminal.
53. The apparatus of claim 52, wherein said game move is displayed on one or more keys of a keypad used to dial telephone numbers.
54. The apparatus of claim 52, wherein said game move is displayed on auxiliary game modules inserted into each of said terminals.
55. The apparatus of claim 52, wherein at least one of said terminals is a speakerphone.
56. The apparatus of claim 52, wherein at least one of said terminals is a wireless telephone.
57. The apparatus of claim 52, wherein at least one of said terminals is a walkie talkie.
58. The apparatus of claim 52, wherein at least one of said terminals is a wireless toy.

59. The apparatus of claim 52, wherein at least one of said terminals is a transceiver.